

IN THE CLAIMS

Please cancel claims 1-35. Please add new claims 36-62. A copy of all claims now pending follows:

1 1. - 35. (Cancelled).

1 36. (New) A method for optimizing non-interactive three-dimensional content for
2 playback on a target device, the method comprising:
3 applying a first optimization to the content to obtain a first optimized result, the first
4 optimization associated with a model of the target device;
5 comparing the first optimized result against ideal results to determine a first error
6 measurement;
7 responsive to the error measurement exceeding a threshold:
8 applying a second optimization to the content to obtain a second optimized
9 result, the second optimization associated with the target device; and
10 comparing the second optimized result against the ideal results to determine a
11 second error measurement, the second error measurement not exceeding
12 the threshold.

1 37. (New) The method of claim 36, further comprising:
2 applying a third optimization to the content to obtain a third optimized result, the third
3 optimization associated with a delivery infrastructure.

1 38. (New) The method of claim 37 wherein the delivery infrastructure is the Internet.

1 39. (New) The method of claim 37 wherein the delivery infrastructure is a computer
2 readable medium.

1 40. (New) The method of claim 39 wherein the rendering statistics include a rendering
2 time.

1 41. (New) The method of claim 36 wherein determining a first error measurement
2 includes performing an RMS error analysis.

1 42. (New) The method of claim 36 wherein determining a first error measurement
2 includes performing a pixel coverage analysis.

1 43. (New) The method of claim 36 wherein the first optimization is microcode
2 generation optimization.

1 44. (New) The method of claim 36 wherein the first optimization includes injecting
2 corrective data

1 45. (New) The method of claim 36 wherein the first optimization includes scheduling
2 object rendering and reordering of objects to be rendered.

1 46. (New) The method of claim 36 wherein the first optimization includes an image
2 based rendering technique.

1 47. (New) The method of claim 36 wherein the first optimization includes deletion of
2 unused data or delaying of rendering of data.

1 48. (New) The method of claim 36 wherein the first optimization includes using pre-
2 computed runtime parameters.

1 49. (New) The method of claim 36 wherein the first optimization includes optimizing
2 assets.

1 50. (New) The method of claim 36 wherein the first optimization includes texture
2 creation.

1 51. (New) The method of claim 36 wherein the first optimization includes shading
2 computations.

1 52. (New) The method of claim 36 wherein the first optimization includes
2 manipulating geometry of content objects.

1 53. (New) The method of claim 36 wherein the first optimization includes visibility
2 determination of objects within the image.

1 54. (New) The method of claim 36 wherein the first optimization includes
2 compression.

1 55. (New) The method of claim 36 further comprising storing the second optimized
2 result in a streaming format.

1 56. (New) The method of claim 36, wherein the first optimized results include pixels.

1 57. (New) The method of claim 36 wherein the first optimized results include
2 rendering statistics.

1 58. (New) A system for optimizing non-interactive three-dimensional content for
2 playback on a target device, the system comprising:
3 an import unit for receiving content data;

4 a target-specific optimization unit, communicatively coupled to the import unit, for
5 producing three-dimensional scene descriptions, the scene descriptions
6 optimized according to the target device; and
7 a bandwidth tuning unit, communicatively coupled to the target-specific optimization
8 unit, for modifying the three-dimensional scene descriptions for output at a
9 specified bandwidth.

1 59. (New) The system of claim 58 wherein the target-specific optimization unit
2 includes the target device.

1 60. (New) The system of claim 58 wherein the target-specific optimization unit
2 includes a simulation of the target device.

1 61. (New) A computer program product for optimizing non-interactive three-
2 dimensional content for playback on a target device, the computer program product stored on
3 a computer readable medium and adapted to perform the operations of:
4 applying a first optimization to the content to obtain a first optimized result, the first
5 optimization associated with a model of the target device;
6 comparing the first optimized result against ideal results to determine a first error
7 measurement;
8 responsive to the error measurement exceeding a threshold:
9 applying a second optimization to the content to obtain a second optimized
10 result, the second optimization associated with the target device; and
11 comparing the second optimized result against the ideal results to determine a
12 second error measurement, the second error measurement not exceeding
13 the threshold.

1 62. (New) A system for optimizing non-interactive three-dimensional content for
2 playback on a target device, the system comprising:
3 import means for receiving content data;
4 target-specific optimizing means, communicatively coupled to the import means, for
5 producing three-dimensional scene descriptions, the scene descriptions
6 optimized according to the target device; and
7 bandwidth tuning means, communicatively coupled to the target-specific optimizing
8 means, for modifying the three-dimensional scene descriptions for output at a
9 specified bandwidth.